

Hit -or- Miss v2.0



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Overview

Hit -or- Miss is a fast action arcade game for Windows 3.1 featuring digitized sound effects. There are many levels of play in increasing difficulty and a surprise at the end! There have been a shortage of arcade games for the Windows environment and DSI Software is working and playing toward eliminating that deficiency. Look for more games from DSI in the near future! Thank you for your support.

The object of Hit or Miss is to always keep the ball hitting the green bar.

Don't forget to try the DEMO mode...

Levels of Difficulty

Easy

Block

Chance: n/a

Value: **10**

Other: n/a

Changer

Chance: **1 to 300 against.**

Value: n/a

Other: n/a

Invisible Changer

Chance: **1 to 500 against.**

Value: n/a

Other: **Preceded by a brief flash.**

Bonus

Chance: **1 to 125 against.**

Value: **500**

Other: n/a.

Super Bonus

Chance: **1 to 2000 against.**

Value: **1000**

Other: **Restores life to maximum.**

Apple, Pear, Pineapple, Banana

Chance: **1 to 1500 against.**

Value: **50**

Other: n/a

Mystery

Chance: **1 to 1000 against.**

Value: **0, 1000, 2000 or 3000 points**

Other: **Value is random**

Extra Life

Chance: **1 to 150 against.**

Value: n/a

Other: **Worth 1000 points if life is at maximum**

Take Life

3

Chance: **1 to 1000 against.**
Value: n/a
Other: n/a

Shrinker
Chance: **1 to 2000 against.**
Value: n/a
Other: n/a

Kicker
Chance: **1 to 2000 against.**
Value: n/a
Other: n/a

score is increased by 500 on each Hithit.

7 lives maximum

Regular

Block
Chance: n/a
Value: **20**
Other: n/a

Changer
Chance: **1 to 100 against.**
Value: n/a
Other: n/a

Invisible Changer
Chance: **1 to 150 against.**
Value: n/a
Other: **Preceded by a brief flash.**

Bonus
Chance: **1 to 100 against.**
Value: **1000**
Other: n/a.

Super Bonus
Chance: **1 to 8000 against.**
Value: **2000**
Other: **Restores life to maximum.**

Apple, Pear, Pineapple, Banana
Chance: **1 to 1500 against.**
Value: **100**
Other: n/a

Mystery
Chance: **1 to 1000 against.**
Value: **0, 1000, 2000 or 3000 points**
Other: **Value is random**

Extra Life
Chance: **1 to 250 against.**
Value: n/a
Other: **Worth 1000 points if life is at maximum**

Take Life
Chance: **1 to 900 against.**
Value: n/a
Other: n/a

Shrinker
Chance: **1 to 1500 against.**
Value: n/a
Other: n/a

Kicker
Chance: **1 to 1500 against.**
Value: n/a
Other: n/a

score is increased by 1000 for each Hithit.

5 lives maximum

Hard

Block
Chance: n/a
Value: **30**
Other: n/a

Changer
Chance: **1 to 25 against.**
Value: n/a
Other: n/a

Invisible Changer

Chance: **1 to 50 against.**

Value: n/a

Other: **Preceded by a brief flash.**

Bonus

Chance: **1 to 75 against.**

Value: **1500**

Other: n/a

Super Bonus

Chance: **1 to 10000 against.**

Value: **3000**

Other: **Restores life to maximum.**

Apple, Pear, Pineapple, Banana

Chance: **1 to 900 against.**

Value: **150**

Other: n/a

Mystery

Chance: **1 to 1000 against.**

Value: **0, 1000, 2000 or 3000 points**

Other: **Value is random**

Extra Life

Chance: **1 to 400 against.**

Value: n/a

Other: **Worth 1000 points if life is at maximum**

Take Life

Chance: **1 to 800 against.**

Value: n/a

Other: n/a

Shrinker

Chance: **1 to 1000 against.**

Value: n/a

Other: n/a

Kicker

Chance: **1 to 1000 against.**

Value: n/a

Other: n/a

score is increased by 1500 for each Hithit.

3 lives maximum

Screen Objects

Hit

You want to make sure the ball is always heading for this side. It changes often so be prepared to switch your strategy.

You are awarded a bonus each time the ball hits this side. The bonus is dependent on whether you are playing the Easy, Regular or Hard level.

Miss

Avoid this side at all costs! If the ball touches it, you will lose one life.

Wall

The walls surround the playing field and the ball will bounce off of them at right angles. They keep the ball in play and perform no other function.

Solid

This object is an immovable obstacle. It deflects the ball at a 90 degree angle, even back toward the Miss side!

Ball

You hit this with the Paddle while always aiming for the Hit side and avoiding the Miss side.

Paddle

This object slides back and forth across the playing field and sends the ball back from whence it came.

Block

These are the most common objects on the screen. They are worth a variable number of points depending on whether you are playing the Easy, Regular or Hard level.

When you have collected 80 percent of the blocks, you will be promoted to the next level.

Bonus

These are worth a variable number of points depending on whether you are playing the Easy, Regular or Hard level.

Super Bonus

This object restores maximum life and gives a point bonus depending on whether you are playing the Easy, Regular or Hard level.

Banana

These are worth a variable number of points depending on whether you are playing the Easy, Regular or Hard level.

Apple

These are worth a variable number of points depending on whether you are playing the Easy, Regular or Hard level.

Pear

These are worth a variable number of points depending on whether you are playing the Easy, Regular or Hard level.

Pineapple

These are worth a variable number of points depending on whether you are playing the Easy, Regular or Hard level.

Mystery

This object is worth 0, 1000, 2000 or 3000 bonus points.

Extra Life

Restores one life.

If you already have maximum life, you will be awarded a 1000 point bonus.

Take Life

Takes one life away.

When your last life is taken away, the game is over.

Changer

This object exists in a semi-solid state. When hit, it deflects the ball and then vanishes.

Invisible Changer

This object exists in a semi-solid state. When hit, it deflects the ball and is removed.

It is invisible save for a brief flash when created.

Shrinker

When hit, this object shrinks the Paddlepaddle by 1/4 (or one section) for a few seconds.

Kicker

This object speeds the ball up for a few seconds. The quick burst of speed will give your reflexes a workout!

NOTE

Object is inactive on systems operating with less than a 33mhz 386.

Digital Sound Effects

These objects indicate whether the digital sound effects are turned on or off.

Musical Soundtrack

These objects indicate whether the digital soundtrack is turned on or off.

Pause When Dead

These objects indicate whether the game will pause after the Ball has hit the Miss side.

Scoreboard

Displays various game information.

Player Management

START

Select a player from the list and click on "Ok" to start a game.

DELETE

Select a player from the list and click on "Del" to remove that player.

NEW

Click on "New" to enter a new player name.

CANCEL

Click on "Cancel" if you do not wish to select a player.

Note that you will not be able to start a game without selecting a player first. If you were already playing a game then the last name selected will still be the active player.

PLAYER STATISTICS

Level is the level that the selected player reached before quitting or winning the game.

Difficulty is shown as either Easy, Regular or Hard.

Lives is the number of lives the player has remaining against the number of the lives the player can have.

Controls

Keyboard

<P> : load new Player
<S> : Start game at current level
<T> : sTop current game and reset
<P> : Pause game toggle
<C> : Continue or resume a paused game
<N> : start a completely New game

<Ctrl>+<S>: toggles sound on and off
<Ctrl>+<M>: toggles music on and off
<Ctrl>+<P>: toggles pausing after a miss
<Ctrl>+<A>: animation delay dialog

Left-Arrow: move paddle left
Right-Arrow: move paddle right

NOTE

You can GREATLY improve paddle performance by adjusting your keyboard via CONTROL PANEL as follows:

Key Repeat Rate: around normal
Key Repeat Delay: as fast as possible

Mouse

Move mouse left: paddle moves left
Move mouse right: paddle moves right

Adjust mouse response via CONTROL PANEL
Mouse tracking speed: just above normal

Joystick

Move joystick left: paddle moves left
Move joystick right: paddle moves right

Calibrate the joystick via CONTROL PANEL

Options

Sound

Toggles sound on or off

Pause on miss

Toggles whether the game will pause after the ball hits the Miss side

Animation Delay

Selects the speed at which the game is played

Difficulty

Selects Easy, Regular or Hard levels of play

Controls

Selects the Keyboard, Mouse or Joystick

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Support

The Power Station in Vallejo, CA

(707) 552-0602 Node-1 300 - 2400
(707) 552-0462 Node-2 300 - 9600 USR HST DS v.32
(707) 552-0636 Node-3 300 - 2400
(707) 552-0659 Node-4 300 - 2400
(707) 552-5247 Node-5 300 - 14.4k USR HST DS v.42bis
(707) 552-2344 Node-6 300 - 14.4k USR HST DS v.42bis
(707) 552-2396 Node-7 300 - 14.4k USR HST DS v.42bis
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Steve Baker

Help Writer's Assistant

HWA for Windows is a visual help file creator for Windows. But, it is more than that. It provides everything you need to create help files under Windows.

Previously, building help files under Windows had to be done either by coding RTF commands by hand, or by using a word processor that understands RTF. There were problems with this. You had to remember the context string of the help topic you wanted to link to, and you had to enter footnotes. At the best of times, it was a pain! Macros helped make the task easier, but it didn't provide everything you need. HWA for Windows does that!

HWA/w requires:

- Microsoft Windows 3.1 or later
- Around 400k of Hard Drive space
- 1Mb of RAM (4Mb recommended)
- The Microsoft Help Compiler

HWA has many powerful and useful features:

HWA/w saves in text format, so you can edit it outside HWA/w if you like

HWA/w allows you to choose a cross reference or definition by picking a topic from a listbox

HWA/w frees you from having to remember what the name of that bitmap file you wanted to insert was.

HWA/w imports text files, so you don't lose all your previous work.

HWA/w allows you to choose, through a dialog box, or from the toolbar the font and font size you want to use.

HWA/w can automatically compile and run your help file for you.

HWA/w can list all the keywords in your file so you can compare and change them.

HWA/w can easily move topics within the help file, thus making it easier for you to reorganise your help file.

HWA/w can automatically assign browse numbers to your topics, thus freeing you from the task of renumbering every time you add a topic.

HWA/w lets you define sets of commonly used keywords which can then be chosen from a drop down list.

HWA/w lets you find and replace text anywhere in the file.

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